PlayStation

NTSC U/C

PlayStation

The Journey

The Horror

The Will to Survive

KOUDELKA™

SNK®

INFOGRAMES

MATURE

M

CONTENT RATED BY ESRB

SLUS-01051/SLUS-01100
SLUS-01101/SLUS-01102
KOUPS1

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

KADEKA

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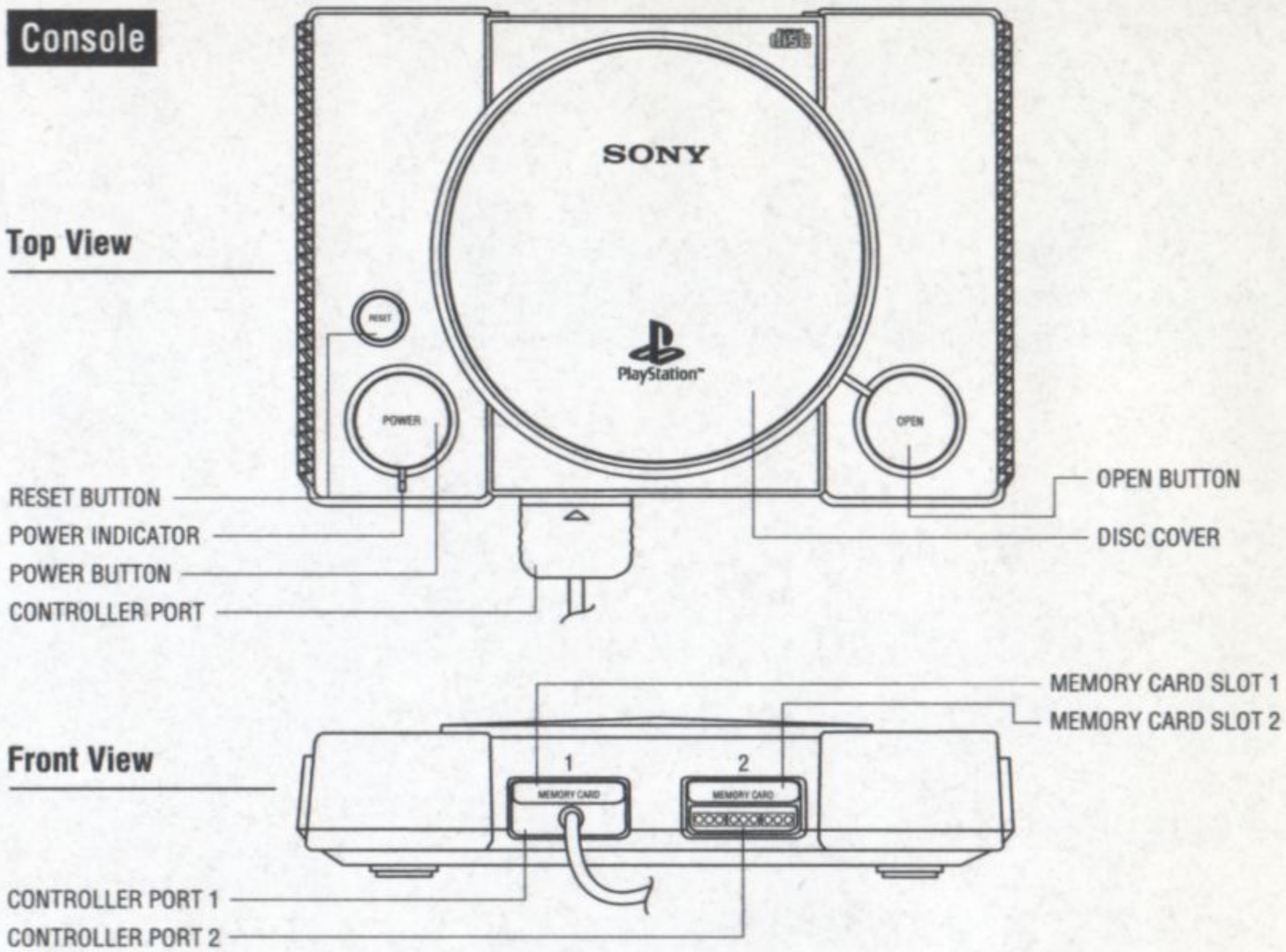
Getting Started



1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.

2. Check that the Console is OFF before inserting or removing a disc.

3. Insert the **Koudelka** disc and close the Disc Cover.

4. To reload a game or save a new game, insert a **Memory Card** into Memory Card slot 1 or 2. Before starting, make sure you have enough free memory blocks available to save a game.

5. Connect your **Game Controllers** and turn on the Console using the POWER button (ON). We recommend that you do not connect or disconnect peripherals or Memory Cards while the Console is turned on.

The Main Menu

Follow the instructions on the previous page to begin **Koudelka**. After the the opening video and title screen appear on the screen, you will see the Main Menu. Use the directional buttons to move through the menu selection, and press the ⊗ Button to make your choice. The menu items are:

New Game

This selection will start a new game from the opening video sequence. Press START to bypass the video and get straight to the game play.

Continue

Select this option to continue a previously saved game. Use the right and left directional buttons to switch between Memory Card slot 1 or 2 and press the ⊗ Button. Move between the saved games with the up and down directional buttons. When you have picked the game file you'd like to continue playing, press the ⊗ Button to select it, and the ⊗ Button one more time to confirm. Your game will load, and you can continue to play from the point you saved it at. The △ Button will move you back to the previous item or menu.

Config.

You can change your sound between Stereo and Mono from this menu as well as turn the vibration function of your DUALSHOCK™ analog controller on or off. In addition, you can also see the default control configuration of the basic button functions here, and reassign the buttons if you so desire. (For more information on your controls, please see page 6.)

To change a button, use the up and down directional buttons to select the button you'd like to change and press the ⊗ Button. Use the up and down directional buttons to select the button you'd like to swap commands with, and press the ⊗ Button again. Repeat this until you have the controls set up just the way you want them. **Note**: Throughout this manual, we will be using "⊗ Button" for the Confirm/Command button, and the △ Button for the Cancel/Go Back button. If you have changed your controls, please keep that in mind.

Using The Controller

Your controls will change, depending on which part of the game you are in. The chart below shows the controls and their use in the four different parts of the game: the event screen, the field screen, the battle screen, and the menu screens. The controls are:

Control	Event Screen	Field Screen	Battle Screen	Menu Screen
Directional Buttons	Move cursor	Move character	Move Cursor	Move Cursor
△ Button	Cancel	Cancel/Run	Cancel	Cancel
○ Button	Temp Save	Open Menu	Escape	—
□ Button	—	—	—	—
✕ Button	Confirm Command	Search Open Door Climb Stairs etc.	Confirm Command	Confirm Command
L1	—	—	Rotate screen left	Change characters
L2	—	—	Zoom In	AP Description
R1	—	—	Rotate screen right	Change characters
R2	—	—	Zoom Out	AP Description
START	Skip Movies	—	—	—
SELECT	—	—	—	—

If you are using a DUALSHOCK™ analog controller:

Koudelka does not support the analog feature of the DUALSHOCK™ analog controller; make sure you are using your controller in the digital mode.
To reset the game from the controller, press and hold START and SELECT simultaneously for two seconds.

The Flow Of The Game

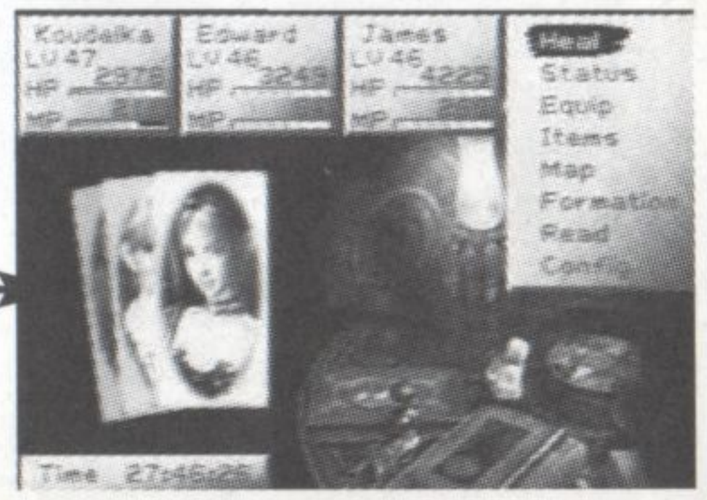
In **Koudelka**, you take control of the title character as she searches for items and confronts enemies in Nementon Abbey. The bulk of this action takes place in the Field Screen. When Koudelka and her friends encounter enemies, you'll move to the Battle Screen to fight them. You'll use the Menu Screen when you want to change the formation of your characters, or arm them with different weapons or use the items that you've found. You'll be able to save your game data at certain points in Nementon Abbey and on most Event Screens; for more information on saving your games, please see page 10.

Field Screen

Event Screen

Battle Screen

Menu Screen



Menu Screen Commands

Push the ◉ Button when characters are in the Field to call up the Menu Window, which gives you access to the following commands:

Heal

Select this command to have one of your characters use Healing magic. Once you've selected a magic-using character, you'll be prompted to pick the character you'd like to heal. If a character is at full health, their name will be grayed out.

Status

You can check the status of your characters here. L1 and R1 will switch between your characters. The upper part of the screen will display the character's level, current and maximum hit points, current and maximum magic points, and what equipment they are using.

The lower part of the screen shows the character's statistics, current experience, and how much experience is needed for the next level. There are three other sub-screens you can view by using the left and right directional buttons. They will show you what magic spells your character knows, the level of each spell, and how much experience the character has with each spell (there are two magic screens) and how much experience the character has with each weapon, Press the △ Button to move back to the Menu Screen.

Equip

Select Equip to arm or outfit characters with weapons, protective gear and accessories. Press L1 or R1 to change characters, and use the up and down directional buttons to move between your equipment slots. Press the ⊗ Button to open the Equip menu for the selected slot, and use the up and down directional buttons to move between the items in your inventory. As you move through them, you can see the effect they will have on your character's statistics if you equip them. Press the right directional button to get a description of the item you are selecting. When you are satisfied, press the ⊗ Button to confirm your choice and then the △ Button to move back to the previous screen.

Items

Selecting this choice brings up a sub-menu with the four categories of items: Weapon, Armor, Accessory, and Tool. Use the up and down directional buttons to pick the appropriate category and press the ⊗ Button. This will bring you to a list of the items you own in that category. Move through them with the up and down directional buttons. You can press the right directional button to get a brief description of the item. Press the ⊗ Button to select the item and move to another set of sub-menus:

Use

This allows you to use an item from your inventory.

Discard

Removes an item from your inventory.

Rename

This option allows you to rename a piece of equipment. Follow the on-screen instructions to give an object a new name.

Examine

This will bring up a brief description of the item you have selected.

Map

You can only use this command once you've found the map of the Abbey. Use the up and down directional buttons to change between the floors. The rooms you've visited will be noted with a checkmark, an 'X' notes a room where some notable event took place, and save points are noted with a red box-like symbol. Your position will flash red. Note that your map reveal more information as you explore more of the Abbey.

Formation

You can change the starting positions of your characters for battle. Each character is represented by a chess piece: Koudelka is the queen, Edward is the knight and James is the bishop. Use L1 and R1 to select a character, and press the ⊗ Button to activate the corresponding chess piece. Use the directional buttons to move the chess piece to where you want it on the board, and press the

⊗ Button again. When you are done arranging your characters, press the △ Button to return to the previous menu.

Read

This will allow you to read the contents of any letters, books or other written material you find during play.

Config.

This will bring you to the Configuration Menu (see page 5).

Saving Your Game

There are a number of Save Points hidden throughout Nementon Abbey. When you step on a save point, a message appears, allowing you the chance to save your game. Sometimes, you'll need to defeat a foe before you can gain access to the Save Point. When the Save menu appears, press the ⊗ Button to Save or Cancel, then use the right and left directional buttons to choose between Memory Card slots 1 and 2, and press the ⊗ Button. Use the up and down directional buttons to find a spot and press the ⊗ Button to bring up the Save sub-menu. Use the up and down directional buttons to choose between Save, Delete, and Cancel, and press the ⊗ Button to make your choice.

Note: You must have 1 block of free memory on your Memory Card to save the game.

Note: To prevent damaging saved data, **DO NOT** turn off the game console, press the RESET button, or remove the Memory Card while data is saving.

TEMPORARY SAVE

This option is available when a "S" mark is displayed at the end of a room description. Press the ○ Button to quick-save your game. However, only one quick-save slot is available, and your data will be overwritten when you quick-save again.

Battles

It is inevitable; at some point your characters will enter into a combat with their enemies. Combat in **Koudelka** is turned-based; you'll have plenty of time to consider your combat options. Each character can move and perform an action each turn. If an item on your Battle menu is grayed out, you cannot use it. (This will happen if you've already moved, attacked, are out of range of your enemy, and in other cases.) After each battle, the characters gain experience points (see page 13) and may find useful items. Your Battle menu choices are:

Action

This option causes a new sub-menu to appear, allowing you to choose from **Attack**, **Magic**, **Items**, and **Weapon**.

Attack

Use the directional buttons to move the cursor to your target and press the ⊗ Button. Your character will attack!

Magic

This option lets you cast a spell! When you select this, a list of your spells will appear. Use the up and down directional buttons to pick a spell, and press the ⊗ Button to select it. Use the directional buttons to select a target, and press the ⊗ Button again to cast the spell.

Item

Use items you have in your inventory. (Note that certain items can't be used during battle.)

Weapon

You can change which weapon your character is using. If you do this, you won't get to attack that turn. Use the up and down directional buttons to move through your list of weapons and press the right directional button to inspect a weapon's attributes. When you are satisfied with your selection, press the ⊗ Button.

Move

This option allows you to move the character around the battle field. Each character can only move so far each turn, and his range of movement is shown as a blue highlight over the squares. Use the directional buttons to select where you'd like your character to move, and press the ⊗ Button to move there. Your character must be adjacent to an enemy to use a melee weapon on it.

Wait

When you select **Wait**, your character's turn ends.

Status

This will display the character's current status; use the up and down directional buttons to switch between the two displays.

Escape

Press the ○ Button during battle to call up the **Escape** command. When you want to run away from a battle, push the ⊗ Button to confirm your choice while this command is displayed. (Note: there are times when escape is impossible.)

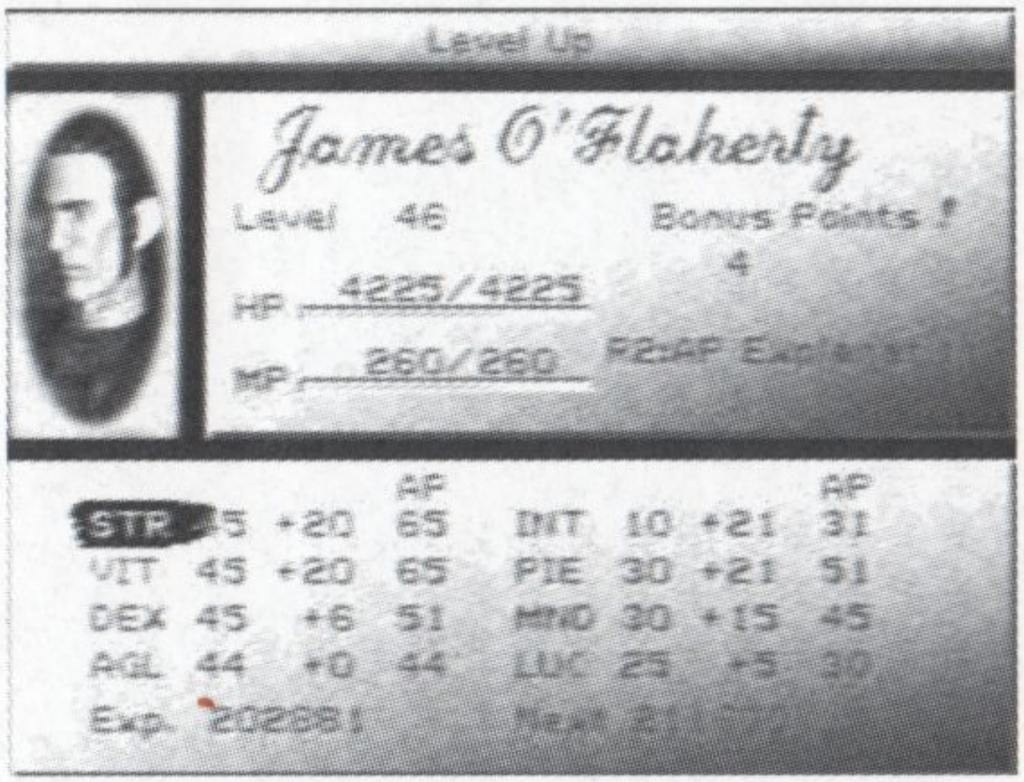
Status Abnormalities

Some enemy attacks and items can cause your characters to become poisoned, or experience other status abnormalities. Such abnormalities only last for the duration of that battle, and some can be cured by the use of certain magic or items.

If a character's hit points are reduced to zero, that character does not die. Instead, he falls unconscious and will wake up with one hit point at the end of the battle. If all of the characters have their hit points reduced to zero in a battle, the game ends and you can resume play at your last save.

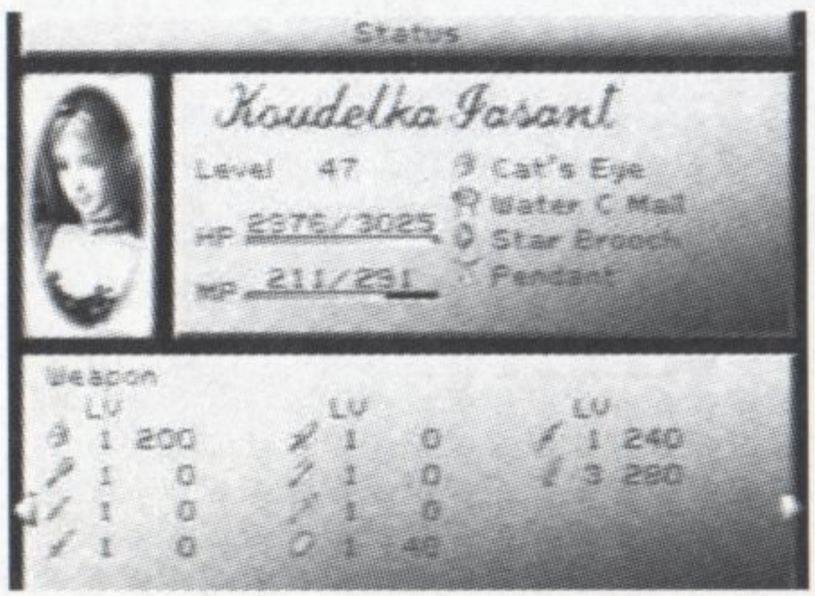
Bonus AP

Bonus AP are received when a character's level rises. By adding these to the character's various statistics, you can strengthen their abilities. Customize the characters with your distribution of these Bonus AP. (See page 19 for more information.)



Skill Levels

Skill levels exist for weapons and magic. The more you use weapons and magic, the more the skill levels will increase. The higher a character's level with a spell or weapon is, the stronger and more powerful the effect will be when he used that ability. Check the skill levels of weapons and magic in use with the Status screen.



Weapons And Items

The only ways to obtain weapons are by finding them in the Abbey or receiving them after battles. Be sure to thoroughly search areas where there seems to be something more than what meets the eye.

Weapon Skill Levels And Durability

As you increase the level of your weapon skills, their attack power rises. This skill level is accumulated for types of weapons, such as swords and axes. For example, when you reach a skill level of 98 with a long sword, that skill will remain, even if you switch to another type of sword. Also, keep in mind that each weapon has a varying level of durability and you may break a weapon by continuing to use it.

Weapons List

Fist: Bare knuckles. A powerful way to attack enemies if STR levels are high.

Club: A club made of solid oak.

Knife: A small dagger. You may be in for a rough battle using this with larger enemies.

Saber: A light, single-handed weapon. Even weak characters can use this effectively!

Two-Handed Sword: A heavy sword that takes two hands to use. A huge amount of damage is possible with this one!

Axe: One big hatchet! Not as sharp as a sword, but able to slice targets in two with its weight.

Spear: A heavy halberd that takes two hands to wield.

Bowgun: A weapon that shoots small arrows. Cannot be used without arrows.

Single Action Pistol: A single-action revolver pistol. Cannot be used without bullets.

Rifle: A long firearm that takes two hands to wield. Cannot be used without bullets.

Shotgun: A long firearm that packs a real wallop! Cannot be used without bullets.

There are weapons that can be used with one or both hands. Weapons that can be used with one hand have greater accuracy, but lack the destructive power of two-handed weapons.

Item List

Bread: Hard and stale bread. It doesn't have much taste, but it restores 150 HP.

Cheese: A long-lasting foodstuff made from the milk of cows and goats. Restores 250 HP.

Dry Foods: Fish cured with salt water and dried by sea breezes. Restores 350 HP.

Potion: A small bottle containing medicine that restores 500 HP.

High Potion: A small bottle containing medicine that restores 1500 HP.

Roman Nuts: These are a robust source of nourishment and will completely restore your character's HP and MP.

Listel: An aromatic rose wine to sharpen the senses and restores 40 MP.

High Listel: A small bottle of an even more extravagant rose wine, which will restore 100 MP.

Antidote: Neutralizes any poisons administered during battles.

Panacea: Neutralizes status abnormalities such as poison, paralysis and silence administered by enemies during battles.

The Weapons and items listed here are just a fraction of those available. When acquiring new weapons and items, after selecting **Items** from the **Menu** screen, look at its description with **Examine** (see page 9 for more information).

Magic

All three of the characters possess the ability to use magic. However, because MP is necessary for the actual casting of spells, it's necessary to allocate Bonus AP to PIE (Piety)]. Your characters will use more MP to cast higher level spells, so it is best to have one character who specializes in magic. Each spell is associated with a particular property, such as fire, water, wind, and earth.

Magic Skill Levels

As with weapons, skill levels also exist for magic. When magic levels rise the effectiveness of spells also increases.

Magic List

Revive: No Property/Restores power in battle and revives HP a little.
Flare: Fire/Damages the enemy with a fire attack.
Geyser: Water/Damages the enemy with a water attack.
Tornado: Wind/Damages the enemy with a wind attack.
Megalith: Earth/Damages the enemy with an earth attack.
Reflect: No property/Reflects a magic spell back to the person who cast it.
Heal: No property/Uses MP to restore the HP of other characters.

Changing Discs

It becomes necessary to change discs as the game progresses. When the message appears on the screen, push the OPEN button on the PlayStation® game console and insert the indicated disc. Do not press the POWER button or the RESET button at this time.

Hints & Tips

Unable to Find Weapons & Armor?

Since the inside of Nementon Abbey is dank and dimly lit, it's hard to understand just where items and the like can be lurking. In these instances, take note of Koudelka's gestures. When she arrives at areas where something may be hidden, Koudelka will gaze at suspicious locations.

Using Magic

There's quite a time lag between chanting a spell and its actual activation. Consequently, characters are completely vulnerable while casting a spell. Make sure to place your magic-using character(s) at the back of your party by using the Formation command (see page 9).

When HP And MP Cannot Be Restored

Most of the time items or magic are used to restore HP, while MP is restored with items. However, there are cases when magic and items will be unavailable. In these instances, make your way to a Save Point (see page 10). Save Points not only let you save game data, but also restore HP and MP.
(However, Temporary Saves do **not** restore HP and MP)

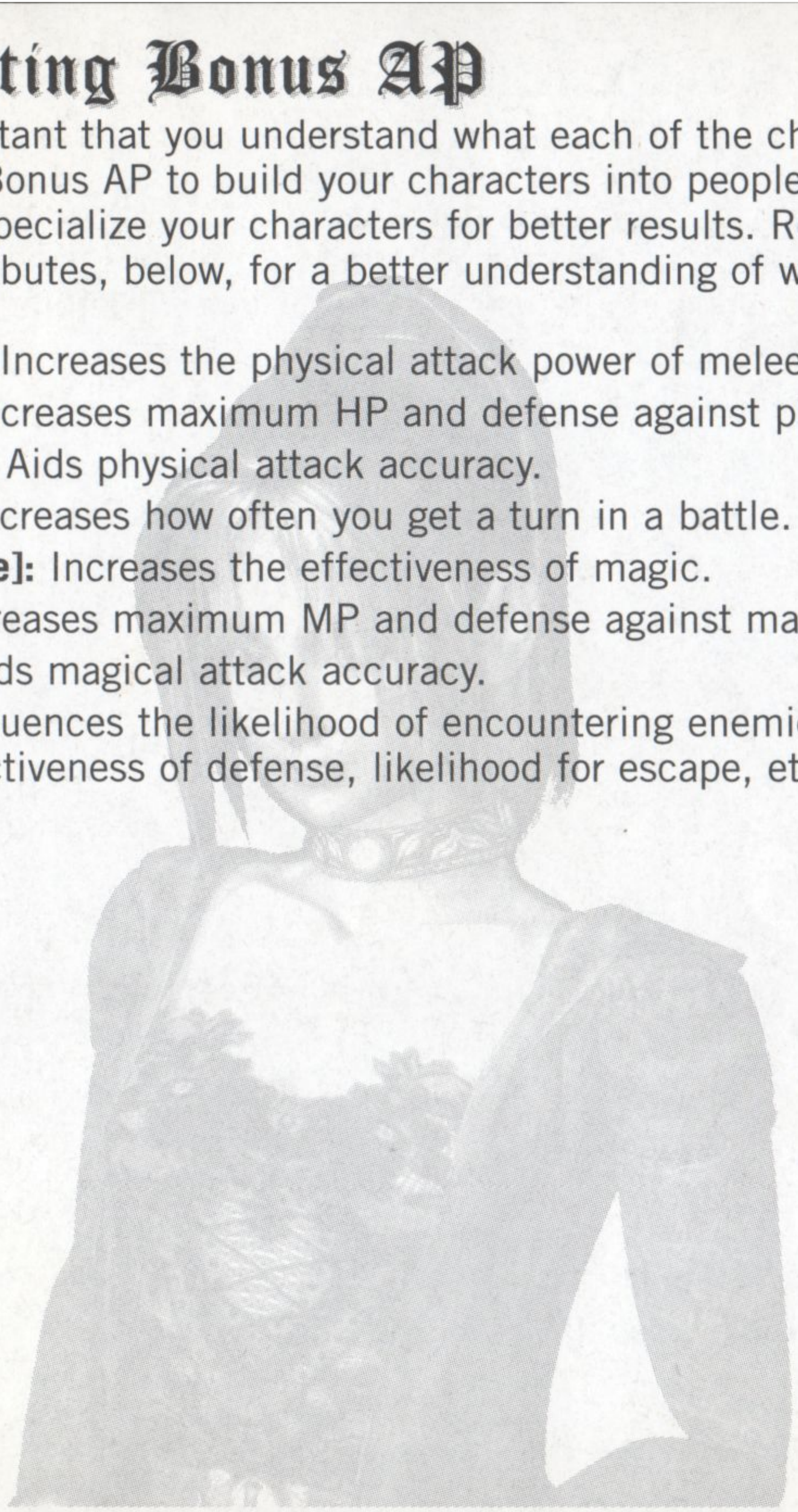
When Things Are Hard To Figure Out

When you enter a new location, search every nook and cranny of the room. You might find something interesting or helpful. When you get items you feel are suspicious, look at them with the **Examine** command from the **Menu** screen. You might just find a hint there on what to do or where to go.

Distributing Bonus AP

It is very important that you understand what each of the character attributes are. Use your Bonus AP to build your characters into people who suit your tastes. Make sure to specialize your characters for better results. Refer to the description of the attributes, below, for a better understanding of what each one does.

STR [Strength]: Increases the physical attack power of melee weapons.
VIT [Vitality]: Increases maximum HP and defense against physical attacks.
DEX [Dexterity]: Aids physical attack accuracy.
AGL [Agility]: Increases how often you get a turn in a battle.
INT [Intelligence]: Increases the effectiveness of magic.
PIE [Piety]: Increases maximum MP and defense against magic.
MND [Mind]: Aids magical attack accuracy.
LUC [Luck]: Influences the likelihood of encountering enemies, accuracy of attacks, effectiveness of defense, likelihood for escape, etc.



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FAX: Faxes may be sent anytime to: (408) 246-0231. Please include your phone number on all fax transmissions.

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ALONE IN THE DARK™

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PlayStation®

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